C.A.T 1

GROUP A

BCSC01/1534/2021 AQUILA MUTURI

BCSC01/0038/2021 BILHA ACHOLA

BCSC01/0050/2021 ANTHON NYAMERA

BCSC01/1582/2020 TIMOTHY KIPKOECH

a) Discuss on the popular VR gadgets in use today.

b) Contrast Computer graphics and VR/AR.

c) Discuss how VR has been utilized in space science.

d) Research on some examples of input and output devices used in VR.

e) Research on the penetration of VR in Kenya

GROUP B

BCSC01/ 0039/2021 ZEPH ASEKA

BCSC01/0048/2021 AUSTINE OCHIENG

BCSC01/005/2021 CHARLES MAINA

BCSC01/0029/2018 NAOMI CHEPKORIR

a) Compare and contrast VR and AV exhaustively

b) Research on the companies across the world that has ventured into VR/AR and some of the things that they have managed to achieve in that field.

c) Discuss on the Audio displays used in VR/AR.

d) Highlight on the tracking technologies of VR/AR

e) Research on the software tools and hardware used in VR

GROUP C

BCSC01/0045/2021 ADRIAN APINDI

BCSC01/0020/2021 LAWRENCE FADHILI

BCSC01/0043/2021 RUTH KENYANYA

BCSC01/0010/2019 ELIJAH OUMA

a) Research on the future of VR, what is expected and the evolution expected in the field of VR.

b) Discuss on the various types of Virtual Reality Environment.

c) Research on the Desktop input devices used in VR/AR.

d) Research on the social aspects of VR/AR.

e) Research on VRML

GROUP D

BCSC01/0037/2021 BETH ANJELA OWALA

BCSC01/0015/2021 KELVIN MUTUGI

BCSC01/0171/2018 KAMANDE JESSEE

BCSC01/0235/2020 OWEN KARANJA

a) Briefly discuss on some of the negative effects of AR and VR.

b) Research on VRML

c) Discuss how VR is used in modeling, designing and planning.

d) Discuss on the technologies used in the development of VR/AR

GROUP E

BCSC01/1526/2020 MUYODI TADHEUS

BCSC01/0035/2021 ALVIN KIPTOO

BCSC01/0007/2021 SOPHIE WANGUI

BCSC01/0012/2021 EZRA AMANI

a) Discuss why VR technology cannot be ignored in today's world.

b) Contrast and compare between immersion and non-immersion systems in VR.

c) Discuss the history of VR and highlight on the milestones on each stage.

d) Discuss on the user interface of VR.

e) Highlight on the impact of VR/AR in Kenyan set up.

GROUP F

BCSC01/0034/2021 GEORGE JESSE

BCSC01/0049/2021 SILA OTIENO

BCSC01/0009/2021 GRACE KABERA

BCSC01/1556/2020 KIPNGENO KEITH

a) Explain how android developers can integrate VR into their applications.

b) Research on the steps needed for Virtual reality environment.

c) Discuss on the basic components of VR.

d) Discuss the application of VR in the field of medicine.

e) Research on the laws in place in Kenya regarding VR/AR

GROUP G

BCSC01/0003/2021 CYNTHIAJOY MWENDE

BCSC01/0010/2021 PETER WAGUCHU WAINAINA

BCSC01/0019/2021 JOHNSON KANYI

BCSC01/0042/2021 MICHAEL MOUNDE

a) Research on the various applications of VR and AR.

b) Research on some of the considerations that one can make before venturing into opening a company that deals with VR/AR.

c) Discuss on the aspect of human factor in VR/AR.

d) Research on the ergonomics of AR/VR.

e) Research on some of the display VR/AR display devices in the market today.

GROUP H

BCSC01/0254/2020 EVERLINE WAMBULWA

BCSC01/0006/2021 COLLINS KAMAU

BCSC01/0005/2021 CHARLES MAINA

a) Research on some of the input devices that are used in VR and AV.

b) Discuss the various classifications of VR/AR technologies.

c) Discuss the application of VR in the field of robotics.

d) Discuss on the fears associated with VR/AR

e) Discuss on the various in demand careers available in developing and improving VR and AR technologies.